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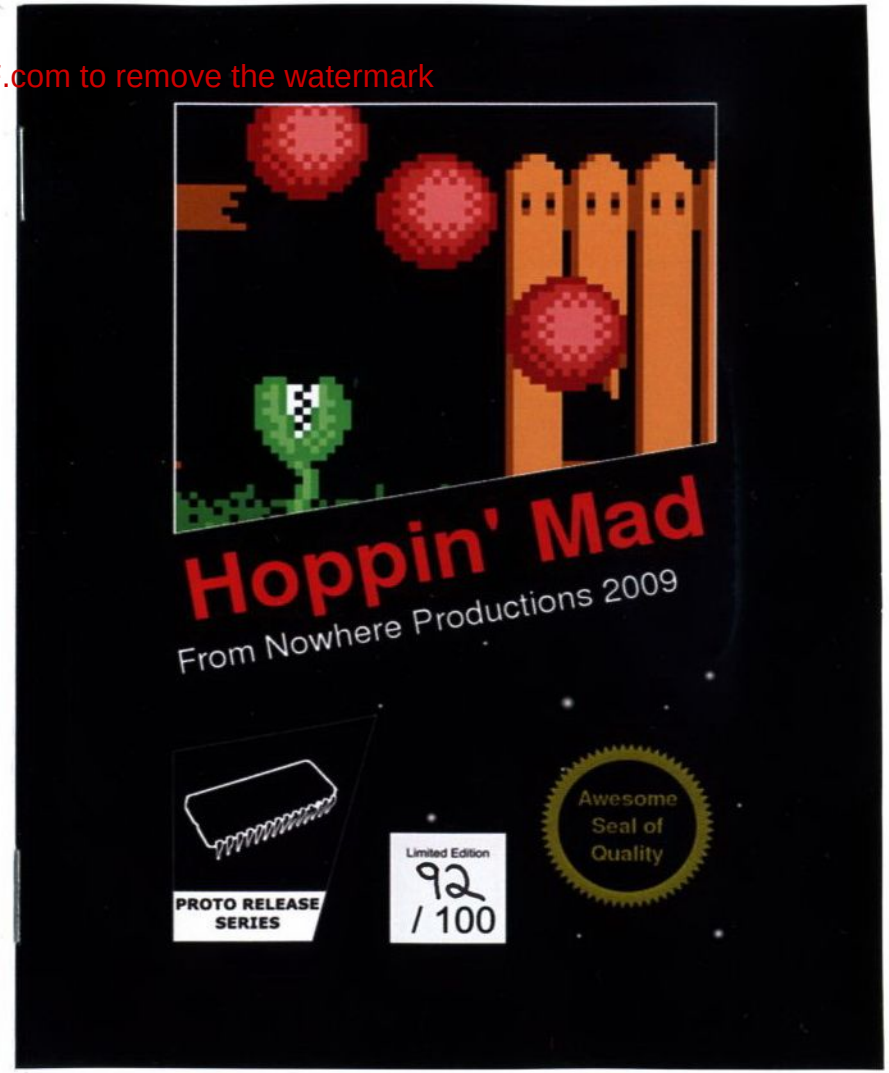
Hoppin' Mad - From Nowhere Productions

2009



Hoppin' Mad for the NES: A Short History

Back in September of 2008 Matt & Mark Nolan discoverd an unreleased, undocumented, unreviewed and unheard of Nintendo NES prototype.

The game? Hoppin' Mad! Prior to this epic find this game saw a release by Elite Systems LTD on such notable computer systems as the Commodore 64, ZX Spectrum and Amstrad PC. There had never been any mention of Hoppin' Mad being ported to the NES. Although comparable, the NES version is completely different.

At the time of the find, Hoppin' Mad was playable, but still considered unfinished as the third level was missing parts and pieces.

What we have here for you now is a fully playable release of Hoppin' Mad! The third level has been "updated" by game programming guru James "Zzap!" Todd . Please enjoy this lost gem in all its 8-bit glory! Thanks for playing

- From Nowhere Productions

Game Overview

You control a set of 4 bouncing red balls that automatically advance from the right of the screen to the left. It is your job to safely guide the balls past obstacles while collecting balloons. You will have to maneuver through envrionments full of collectable items that can increase your score.

Objective

Your objective is to collect 10 balloons on each level without popping all of your balls. You start the game with 3 lives and 4 balls. If all 4 of your balls are popped before collecting 10 balloons, or you run out of time, you lose a life and start the level over with 0 balloons collected and 4 new balls. After all lives have been lost, you are brought to the High Score screen where you may enter your name.

Game Controls

Left Direction: Increases Ball Speed
Right Direction: Decreases Ball Speed
A or B: Make you balls jump higher
Start: Pause
Select: Soft Reset

Level 1: Backyard

The basic design is that of a typical back-yard; green grass, trees, brown picket fence

Enemies:
- Bees: Fly from the left at one of two possible heights
- Birds: fly from left & can change altitude
- Inch Worm: Rarely burst balloons, you can jump on them for points in most cases (100 pts)
- Green Ball Eating Plant: Stationary Plant, nasty little bugger (250 pts)

Bonus Item:
- Apple: Gain an Extra 50 pts for collecting

Level 2: Busy City Park

This is a city park packed with concrete walls and street lights

Enemies:
- Kites: Fly from left to right, larger and more difficult to avoid than birds and bees
- Mice: Run across the ground, if timed correctly you can land on them for points
- Seagulls: Act much like the birds on Level 1
- Green Ball Eating Plant: Same as on Level 1

Bonus Item:
- Construction Worker: Knock off his hat for 100 pts.

Level 3: The Bridge

This level has brown wooden planks that look like a boardwalk, white metal railings and what appear to be toll booths

Enemies:
- Kites: Same as Level 2
- Mice: Same as Level 2
- Seagulls: Same as Level 2
- Brown Ball Eating Plant: Same as the Green Ball Eating Plants on Levels 1 & 2

Bonus Item:
- None for Level 3

Other Items:
- Balloons: 250 points each. Collect 10 to advance to the next Level
- Heart: Makes one of your balls invincible for a short period of time

ENJOY THE GAME!

Special Thanks!

We would like ot thank everyone at NintendoAge for supporting reproduction and homebrew projects

We would also like to thank the following individuals:

- Matt & Mark Nolan
- James "Zzap!" Todd for the retooling of Hoppin' Mad - without James' work we would not be playing this today.
- Josh Byerly
- Al Bailey for his templates & info
- Matt Cedrone & Joel Giacobozzi
- Dain Anderson
- Everyone who helped out on this project!

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From Nowhere Productions Presents:
USA Bowling - Previously Unreleased
Arcadia Tennis - Previously Unlreased